



# THE JACG NEWSLETTER

## Z\*NET

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THE JERSEY ATARI COMPUTER GROUP

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OCTOBER 1990

### FROM THE EDITOR'S DESK

I recieved a call this month from Ron Kovacs. He was very pleasant to me, but he had called because some folks had told him that I had written some unkind words about Z\*Net in the last editorial. (He hadn't recieved his newsletter at the time of the call.) He wanted to clear up any misunderstanding on my part.

I explained that I had not intended to slam Z\*Net, that I was just relating the facts as I knew them. For the most part, they were correct. Z\*Net does get paid advertising. It does come out of our pocket (so far) to print their supplement each month. Yes, we were entitled to some sort of rebate that for one reason or another we had not recieved yet.

Where I was in error was the terms of the rebate. It turns out that as a incorporated entity, Z\*Net must require certain terms which had not been met and I can't just write checks willy-nilly. I'm not going to attempt to pinpoint whose fault it was that the terms were not satisfied since I don't relish accidentally offending anyone else.

Let it just be said at least, that last month's column seemed to reopen the flow of communication at the very least and everyone is happy now. We welcome back the Z\*Net logo and look forward to a long relationship!

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### CALENDAR OF EVENTS

NEXT MEETING:

NOVEMBER 10th, 1990

# Software Spectrum

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## Noise from the President

I apologize for "jumping the gun" last meeting...nominations for the new "slate" of officers were actually to have taken place during the October meeting, with "last minute" nominations just prior to the elections, to be held at the November meeting. I guess that the "plus" side is that we all have had an extra month to consider the 1991 leadership!

### What's new with the President?

After a considerable period of time as a 24-bitter (owner and operator of an 8 and 16-bit ATARI computer, time and finances have dictated that I concentrate on one...and that will be the ST. I will continue to assist (as a resource) those who request 8-bit help. Some lucky souls will get pieces of my extensive 8-bit holdings (hardware, software, books, magazines, etc. - at what I am certain will be bargain prices - see you on the EBS or at the flea market!

On the 16-bit side (boy, he doesn't waste time, does he?) I recently purchased Word Up (version 3.0) by Neocept, and will demo it at the October meeting. Once I downloaded (45 minutes at 2400 baud) the "bug-fix" files from GENIE, I now have a "good" copy!

I also have purchased a Hewlett Packard DeskJet 500 printer (successor to the DeskJet and the DeskJet Plus), and will be experimenting with it (I am certain) for some time in the future. The manual (of course) does not address ATARI (what's new?), and most ATARI software does not drive DeskJets (especially the "500"). I have experimented with some rudimentary

programming to access the optional built-in fonts, but without success as of this writing. What results I am currently getting with the printer thus far are outstanding. Look for more on it when either my expertise increases, or more software drivers are available.

### Thanks are due!

I would like to thank those who responded to a fellow ATARIAN's cry for help (a corrupt copy of a no longer available title (SuperMailer Plus)...the fix turned out to be a corrupt disk drive, nevertheless, the value of a USER GROUP was once again highlighted, and we are one member additional - I wish all "unaffiliated" ATARIANS would: 1) Recognize the existence of User Groups, and 2) Recognize the value of User Groups.

### Z\*NET

Due to an unfortunate break-down in basic (not BASIC) communications, revolving around the circumstances of the Z\*NET insert into our prestigious monthly JACG NEWSLETTER (original agreement called for reimbursement of U.S. Mail expenses). An impression was erroneously and unintentionally created of a "rift" between Z\*NET and the JACG. For our (JACG) part, we did not provide both printing bill and mail expense data in the appropriate format to Z\*NET for the first (Z\*NET only reimbursed clubs for the first year) year. Ron Kovacs, not only the Z\*NET head, but also a member in good standing of the JACG, has agreed to an alternative reimbursement of the JACG by providing quality contributions to our disk libraries. I am sure that the long-standing relationship between Z\*NET and the JACG will continue!

...til next month..



## GENERAL FEATURE

### SEPTEMBER MEETING NOTES

by Joseph E. Hicswa, JACG

Saturday, September 8 started out as a cool, cloud-fading day. The ensuing clear sky was a nice, brisk harbinger of Autumn. Bundled in extra sweater and heavy clothes made it a cozy motorcycle ride to our ATARI JACG meeting at AT&T, Bell Labs. I arrived just prior to the door opening where President Dave Noyes, 8-bit V.P. Neil Van Oost and several other JACG members waited anxiously to enter. Soon, the flea market sellers quickly set up stores displaying stocks of goodies--soft and hardware at inflation fighting prices. I picked up 100 5" disks with jackets for only \$18.

One flea market seller, Mr. Rod Rodriguez of Randolph, N. J., a member for over seven years, has an 800 and 800XL at home. Rod said ATARI and educational programs introduced computers to his children who now have no fear of them. Educational programs enhanced their learning ability.

Another flea market seller was Mr. Oleg Kis, formerly of Software Spectrum in North Plainfield, N.J. Mr. Kis now lives in Pottsville, Pennsylvania. His table had ST's, programs and a lap top on sale for bargain prices. Oleg has a 1040ST and 1200XL at home. One of his favorite programs is a synthizer for MIDI with which he copies and plays sheet music.

Two other regulars were 8-Bit VP Neil Van Oost and former Membership Chairman Robert Mulhearn. There was also a table with free magazines and paraphernalia.

Strutting among the crowd of bargain hunters was smiling 16-bit V.P., John Dean with his hand carved, hand painted cane acquired on a tourist trip into Mexico some years ago. John explained those canes are used by children to break pinatas at Christmas

and other happy holiday occasions. Pinatas are paper mache containers shaped as animals, birds or objects and hung from a ceiling. They are filled with candy, cookies and small toys. A child is blindfolded then strikes blindly with the cane trying to smash the fragile, hanging pinata. When broken, the goodies spill onto the floor and children gleefully scramble to pick them up. John's cane looked like it might have many happy memories.

Amidst the flea market activity was Happy Mike Hochman busily assembling the monthly newsletter and gratefully assisted by his Dad, Mr. Seymour Hochman of Freehold, N.J.; Genevieve Betzler of Pine Brook and President David Noyes. In the meantime, setting up the stage for our demos were Mark Rotton of Vernon, N.J., Steve Scavone of South Plainfield and Vince Averello of Passaic, N.J.

As we entered the auditorium for the meeting we were greeted by amazing ATARI colored graphics randomly dancing to ATARI music on the large stage screen.

President Noyes opened the meeting with a question and answer session during which it was learned our club is making contact with european clubs to trade PD programs (ATARI is worldwide). President Noyes explained the executive board established a JACG SHAREWARE POLICY to encourage Public Domain/Share Ware programmers. Each month hereafter, \$15 will be given alternately to a deserving 8-bit or 16-bit shareware programmer whose program enhances our library. This does not preclude us from making personal contributions. (A donation is an economical way to say "Thank You" for a job well done).

The executive board recommended two librarian positions: 8-bit and 16-bit. After discussion, motion was made, seconded and passed.

President Noyes asks any member who owns SUPERMAILER PLUS, to contact



him. His address is on back page. Dave also needs names of AT&T and Bell Lab members. Club officer nominations were accepted for November election. They were: Joseph Kennedy for President, David Noyes for 16-bit VP, David Arlington for 8-bit VP. MEMBERSHIP and TREASURER positions are still open. Nominations will again be held prior to elections.

TREASURER Jack Rutt gave a brief financial statement and directed our attention to his TREASURERS REPORT in September Newsletter. SECRETARY & MEMBERSHIP Chairman Michael Hochman said the Other Club NEWSLETTER LIBRARY is now functional and may be borrowed before or after our meetings. Mike received dues from one Trial Membership, three new members and seven renewals. They are respectively:

BILL DOERFELD

JOSEPH R. ANSTETT of Hillside, N.J.

STEVE SCAVONE of South Plainfield

CRIS YONGE of Englewood

DANIEL BAIR of Roselle Park

MARTIN J. BOYLE of Rahway

GEORGE C. CALLAHAN of Ocean

STAN LOWELL of South Bound Brook

JEFFERY R. STEVENS of middlesex

BILL DESANTIS and

DAVID SMACK

16-BIT V.P. John Dean reported that European ATARI magazines are becoming available to fill the gap of dwindling American publications. John described the 16-bit Disk Of the Month (DOM) JACGLSEA.204 a TELE-communication disk containing numerous files (includes Docs and Demos) to make ATARI modem transfers easier and faster. He also told about the three 16-bit demos scheduled for the meeting.

8-BIT VP Neil Van Oost said the 8-bit DOM was JACG 213D, BOBTERM for modem operation. This is the newest version 1.21 containing 16 corrections and 37 new enhancements. LIBRARIAN SAM CORY felt this program is so outstanding he could not resist making it an 8-bit DOM again. Every 8-bitter should have it in their library. Sam

has an article in September newsletter.

Neil said that active member Dave Carmany is sick at home. He asks for ATARI talk from fellow members. Number is 201-345-1216.

The 16 BIT DEMOS were: SEURAT, a paint program; and CROSSWORD PUZZLE, both attractively shown & clearly explained by Eric Jacovies, a master demonstrator. John Dean showed the fantastics of MONOCHROME EMULATION ON A COLOR MONITOR, and UNIVERSAL ITEM SELECTOR #3.

8-BIT DEMOS consisted of a RESCUE arcade game by Neil Van Oost. SLOTMACHINE was demo'd by Joseph Hicswa who wrote the program and donated a copy to the club library.

There were numerous door prizes, at least one for each attending member. Members who wrote articles for the newsletter and/or gave a demo received additional prizes. I received THE LINGUIST a versatile, interactive translation program by Gessler Educational Software. It allows me to record definitions of words or phrases in 20 languages. The program sorts the words/phrases, connects translations and sets up training drills. Also received were training manuals with assembler-editor disks for OS/A+, BASIC A+ and TINY C all by Optimized Systems Software, Inc. (OSS). It was like WOW!

We have an outstanding newsletter. How about sending a 15 cents postal card saying "Thank You" to Editor Dave Arlington for a job well done. See you in NOVEMBER.

#### 8-BIT FEATURE

##### *A SURVEY OF 8-BIT C LANGUAGES*

*By Dave Arlington, JACG*

If you read this newsletter for awhile, you begin to learn that certain authors have certain favorite subjects. Neal Van Oost, for instance, is a big fan of picture and printing software.



For myself, in addition to Flight Simulator, I have to admit that I fall into the category of a pocket pencil protector geekoid; I like programming and computer languages.

This month I acquired two new C compilers for the 8-bit in addition to the two I already own. Since I always seem to get a lot of questions about C at the meetings, I thought I would briefly review the four C compilers I have. In this article, we'll discuss why C is so popular, problems that are common to 8-bit Atari Cs, and look at four compilers available. First, the benefits of C.

C is a compiled procedural language like PASCAL or ACTION!. That makes it easier to write large programs. C programs are usually easily portable to other computers and operating systems. You can write your programs in small separate modules that can be compiled by themselves and then pasted together by something called a linker to make one large program. This ability also makes it easier to write very large programs.

C is a very small language with only a few keywords. It doesn't even have Print statements. Any extra features you want can either be written by yourself or found in support modules called libraries. For instance, you can have a library of Print and I/O routines, or a library of Atari Graphics routines. That way you only use the library you need for your program. This keeps C programs very small and compact. Using BASIC as an example, if your program is only one line long with no Print or Graphics in it, you still have to have 8K of memory used up by the BASIC cartridge, even if you only use a little bit of that 8K.

On the 8-bit Atari, there are certain problems with using C. Most of these are due to the limited amount of memory available on an 8-bit machine. This means that all of the versions of C for the 8-bit are missing features that a full fledged C language would

have. For example, none of the C languages reviewed here directly support floating point math (real or decimal numbers), and only one of the four supports structures and unions, an important part of C.

The other problem with C on an 8-bit Atari is the portability issue. What makes programming an 8-bit Atari so much fun is all the unique hardware advantages it has; things like graphics, sound, and sprites. But if you include these things in a C program, then it isn't portable to other machines. On the other hand, if you make your program portable for other machines, you end up not taking the best advantage of your Atari. It's a Catch-22 situation. My opinion is that C on the 8-bit is best used for writing utility type programs that can run on other machines (things like ARC programs, for example) or simply to learn C for learning's sake. If you want the best language to write an Atari-specific type program, go with Action!

Before moving on to reviewing the different Cs, let me explain how a typical C program is written. First, you type your program into a text editor. This can be a special editor or something like a word processor. I use the Action! editor to write all my C programs. Then you compile your program with a program called the compiler.

There are two types of compiler programs. One type compiles directly into machine language which you can run right away, the other compiles into assembly language which then must be compiled again by an assembler program before you can run it. There are advantages to both methods. The second method is slower since it involves an extra step and an extra program. However, since C compilers don't always produce the most efficient machine language programs, if you know assembly language programming you can modify the code yourself in the second method. Alternatively, in the first method, you can sometimes run the machine language



output through a program called an optimizer which looks to see if the code can be speeded up.

In any case, whatever method your C language uses, you eventually end up with one or more machine language modules which then are pasted together as mentioned above using a program called a linker. After that, you have a fully runnable C program that can be run on any Atari. Okay, enough preambing, on to specifics.

C/65 from (hmmm... used to be OSS, I guess maybe ICD might still offer it) ? This is one of the first C compilers for the 8-bit and it has many disadvantages. It is not very standard since it lacks lots of statements like Switch, Do-Until, and For loops. It also suffers from not having any floating point math and no structures or unions. It is case sensitive and uses upper case for keywords like IF, ELSE, etc. This is directly opposite from standard C that is NOT case sensitive and usually uses all LOWER case for keywords.

It also requires that you own the MAC/65 assembler. The compiler compiles into MAC/65 assembly code which then must be assembled by MAC/65. It doesn't allow separate compilation of program modules. So instead of having compiled libraries of useful functions like most Cs, it has MAC/65 assembly listings for libraries that must be included at the end of your program. The only nice thing about this is that only functions that are used by your program are compiled into it from each library. There are libraries for I/O, Atari graphics, and allocating memory. No library support for floating point or Player Missile graphics.

Good points is that comments can stretch over many lines and that C/65 has the best documentation of all the C languages reviewed in this article. You may also put local variables inside any statement brackets, something that ACE C and Lightspeed C do not allow. C/65 also does not have a linker program

since you cannot have separate modules. Therefore only two steps are involved; first compile your program, then assemble it with MAC/65. Other than these few good things, it is the most limited C available.

ACE C is a public domain C available through the club's PD Library written by Ralph Walden. It does not include an editor, but does include a compiler, a linker, and an optimizer to speed up your programs. Like the others, you get no floating point math or structures, and comments are restricted to a single line only. You may not have local variables inside program statement braces.

Libraries are included for graphics, including player/missile graphics, floating point math, and input/output. Actually the I/O library has other things needed by most programs you write so you usually always link in this library with your programs. These libraries also include a lot of functions that are almost standard C that are not in C/65. Things like gets, printf, and others. There is also a runtime package that must be included to get your programs to run on their own. The linker automatically includes these two modules for you unless you tell it differently.

Documentation is bare minimum, as sometimes happens with PD products. It tells you enough to get a program up and running, but if you want to learn C, you will have to look elsewhere. ACE C is not a bad product if you can get a good book to learn C and you don't mind putting up with all the missing features.

LIGHTSPEED C is a commercial version of ACE C also written by Ralph Walden. My biggest problem with Lightspeed C is that it is almost TOO much like ACE C. Almost all the limitations of ACE C mentioned above still apply and the documentation is only slightly better than ACE C.

What it offers that ACE C does not



have is a better environment for writing programs. It includes not only an editor, but also a special customized DOS for use with Lightspeed C. If you like other DOSes like SpartaDos, complete instructions are there to set up Lightspeed C with these DOSes. If you don't mind using the special Lightspeed DOS, you can even use C functions in your Action! and MAC/65 programs!

All the libraries from ACE C are included and improved and all the included functions are detailed in the manual, something ACE C lacks. The four disk sides of the package contain plenty of demo programs to look at and examine, something that is needed since, like ACE C, nothing is really in the manual to teach you how to program in C. The manual, while complete for what it contains, is laid out pretty poorly.

Lightspeed C is probably the fastest and easiest way to program in C on the 8-bit even-though I don't like the fact it lacks the usual features. If you get a good tutorial book, it is also probably the best version for learning C on the 8-bit.

CC65 is the newest entry into the 8-bit C market and it is public domain. It is the type of compiler that compiles into assembly code which must then be compiled again by an assembler. The compiler, assembler, and linker are all included in the CC65 package. It also contains a program to maintain your library files by allowing you to add, update, or delete functions from your libraries. This allows you to write some custom libraries. It will even print out the contents of libraries. It does not include an editor.

CC65 has things no other 8-bit C compiler has; structures and unions. It also allows local variables within statement blocks and comment that are more than one line long. Since it is in the public domain, plenty of libraries have already been produced for it. An

I/O library, floating point math library, and libraries for regular graphics, sound, and more. In my opinion, it is the most full-featured C yet that I have ever seen for the 8-bit.

It still has some serious drawbacks at the moment. Documentation is hardly worthy of the word. You really should be familiar with C before you attempt to get going with CC65. It also is very, very slow when compiling, assembling, and linking. You should at least have a RAMdisk or an MIO to work with CC65.

My opinion of this CC65, at this time anyway, is that it is good for an experienced C programmer who wants to experiment and doesn't mind doing a lot of exploring on their own. Look for CC65 to be DOM next month along with a full-featured review and guide on how to use it in the newsletter. Hopefully I can make up for some of the bad documentation.

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#### LYNX FEATURE

##### *TODD'S ADVENTURES IN SLIMEWORLD LYNX review by Mark Santora, JACG*

Well, the first new game for the LYNX since Gauntlet 3 has just been released by Atari Corp. Todd's Adventures in Slime World is the title of this six level game (called adventures by the game). Originally programmed by EPYX and then licensed to Atari, Slime World is a welcome addition to the LYNX family of games.

There are six different adventures to Slime World. Each adventure has a separate objective. Adventure One, the easiest, basically lets you roam around Slime World and get the feel of the game and controls. As the adventures progress, the situations get harder. The beginning of each adventure is directly accessible by moving the joystick in a direction.

However, to find this out you must



put the card in the LYNX and turn it on, as the operating manual is horrible. It is 17 pages long, and fails to describe anything. It has a little story for each of the six landings (while alone or linked up[I'll get into that later]). But it does tell you to go to the SUMMARY screen, on the main menu, and then the game will tell you how to play it and what the monsters are. Pay close attention to this section of the cart. You will find yourself going back to it many times.

The graphics on the game are incredible. They still show off the LYNX's unique abilities. The sound is adequate, but I was hoping for some more sound digitalizations(Like the Gates of Zendecon).

As you move through Slime World you can pick up a variety of items from Slime Shields (You can only carry one at a time and you will use them a lot on the harder levels) to jet packs for flying. Gun power ups allow you to shoot three bullets instead of one. There are also "Cleansers." These allow you to clean up pools of slime and turn them into water to wash yourself. You need to wash yourself, or put on a slime shield, whenever you get slime on yourself, otherwise you will turn green and die.

Of course as you walk around you run into bad guys to blow up and prizes to pick up. But a unique feature of Slime World is that you can restart your game from almost anywhere. In the main menu screens, there is one entitled RESTART. By entering here, you may use an access code to start at any section point within an adventure. The codes are always the same.

This is the first LYNX game that allows 8 people to play at once. I have not attempted an 8 person hook up but, I have played with two others. The game does get more difficult. You can distinguish yourself from the others because you always have yellow hair.

Overall I welcome this game to the LYNX library. It is highly entertaining and will keep you interested for a long time. Pick it up.

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### 8 - BIT FEATURE

#### *8 - BIT PD LIBRARIAN's REPORT*

*by Sam Cory, JACG*

Best news for this man since the demise of ANALOG and ANTIC is that we still have a number of excellent newsletters in the good old US of A. For just the cost of membership, you can keep up with the 8 and 16 bit ATARI WORLD. One, not of the USA, but more than equal to any of the above, comes from England. You have seen some of their work as Disk of the Month under the title "PAGE 6" (6 issues a year). I am becoming a subscriber. Towards that aim I called Bob Mulhern and PAGE 6 for this info:

ADDRESS: PAGE 6.  
P.O.Box 54.  
STAFFORD ST16 1DR.  
ENGLAND.

COST: 15 POUNDS BY GROUND.  
(LLOOONNGGG TIME).  
21 POUNDS BY AIR.  
ABOUT \$1.5=1 POUND.  
42 POUNDS FOR MAG  
AND DISK OF MONTH.

WAY TO PAY: BEST IS MASTER CARD OR  
VISA. NEED CARD DATE.  
NEXT IS AN INTERNATIONAL  
MONEY ORDER IN STERLING.  
NEXT IS A BANK DRAFT ON A  
UK BANK IN STERLING.

If you use any other method it usually costs them about \$18 so if you do not use the above methods you may get your check back. I also take the fifth about the truth of the info. Their 8-bit library has about 200 single sided disks. If you order a package they will come as double sided at a reduced cost. See the magazine for packages.



There, we 8-bit reign supreme. The magazine has 16 bit info and disks (about 400 ) but no disk of the month for you. Their disks are often taken from Current Notes files. So if you belong to that fine magazine (not a club) you are getting a lot of PAGE 6 disks. But you are not limited to just USA stuff. PAGE 6 has a lot of experienced programmers and article writers. Some even as good as Dave Arlington.

If you want to expedite your order, call them. 011-44-0785-213928. For info call the AT&T operator (dial 00). If you call at 6:00a in NJ which is 11:00a their time you will be at reduced rates. I was lazy and paid the price of a 10:00a call. Trottled out my master card. Voila, I am a member. Bob tells me the cost usually is about \$2.00 at reduced rates. I also had to call twice because maybe the satellite blinked and dropped me out.

Like a lot of magazine disks of the month you often need the mag to fully appreciate everything on the disk. I know you will enjoy that good ATARI feeling when you support one of the finest. Notice how we lost our USA best because of lack of your support. Again, without your support for SHAREWARE, the CLUBS and magazines like PAGE 6 there will no longer be a place for ATARI 8-bit. I was talking to a former member who told me our dues were too high. He did not realize we needed to use up all your dues just to cover MOST of the newsletter costs. The rest was covered by the disk libraries. Due to the great work of DAVE NOYES and some of the members the newsletter now fits within our budget. Notice we have a good bank balance.

Guess what? Yep! You guessed it. Our DOM this month is from PAGE 6 their disk "DS30 (F) DS31 (R)" with a lot of SPARTA DOS PD utilities. If you visit the BBS's none of these will be new. For the rest ENJOY.

Please tell some officer or me what you want in 8-bit disks. Can you

imagine that a PRINT SHOP disk only sold 8 copies????????? No better than any other DOM!

Late breaking News: Here is an ARC'D collection of Neil Van Oost, Jr DD3 files he has put so many loving hours in the process of learning DD3 and in demoing to you at the meetings. Notice they are all ARC'd. That was to make sure we put a lot on the disk. This becomes the second of the DOM for October. A study of these techniques will save you many hours in learning how to use DD3. Some of these are the subject of articles Neil has writtn for the newsletter so you have additional info there. BUY JACG#190 FOR ARC AND DISCOMM. Good Luck...

JACG#215D

FRONT

CRAZYDOTARC 065

NMPAT ARC 050

DOG ARC 080

EAGLE ARC 228

REAR

N4NLQ ARC 184

JACKET ARC 294

TWOCOL ARC 184

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8 - BIT FEATURE

*GRAPHICS AND ANIMATION ON THE ATARI*  
*A Review by Joseph Hicswa, JACG*

Dedicated amatuer and neophyte programmers, as well as non-programmers appreciate the capabilities and potential of Atari graphics on commercial and public domain software so vividly displayed and demonstrated on 8 and 16 bit computers at our JACG meetings.

My first Atari computer was purchased at a JACG meeting flea market over two years ago. Fascinated by its programming marvels, I became a dedicated Atari user. Determined to learn programming, my concentration was on Atari BASIC although I did dabble in Microsoft BASIC II, Basic XL, and some



public domain tools from our JACG disk library.

While still re-reading, studying mt BASIC manuals, I still have a long way to go. Purchasing books became expensive for me, so I started checking out the local public libraries. That is where I found GRAPHICS AND ANIMATION ON THE ATARI COMPUTER by Cristopher Lampton, 1986.

Had I this book earlier, my understanding of graphics would have begun sooner. My previous attempts at graphics were imitations; Lampton's book has made them the real thing. Only a smattering of Atari BASIC is needed by the reader. With his instructions and explanations, I know what I am doing, how and why it happens.

Christopher takes you by the hand and leads the reader from a brief introduction of graphics and the Atari Operating System (OS) through minute, easy to enter programs in different graphics modes. These lead into color, sound, and advanced graphics. the reader learns how to enter the different modes, display text, create still and animated pictures via PLOT and DRAWTO commands.

This book should be read by every Atari computer users. It helps the non-programmer to appreciate and respect the dedication by graphics programmers. This book also enhances a programmer's products as there is always something new to learn and easier ways to do things.

Check out your library, bookstore, or JACG flea market for a copy of GRAPHICS AND ANIMATION ON THE ATARI by Christopher Lampton.

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#### GENERAL FEATURE

##### *GENIE GOES FLAT RATE* *by Dave Alrington, JACG*

This short article is by way of information about the popular GENie

Online service. Beginning October 1st, most of GENie has been thrown open to a flat monthly rate. Yes, that's right, for \$4.95 a month, you can spend as much time on GENie as you want. There is a catch, however.

Not all of GENie is accessible through this flat rate service. I don't have the full information packet in front of me, but most hobby, information, and single player games, along with GENie Mail are available for this flat rate service. What is not available are the personal computer forums (yes, that means the Atari 8 and 16 bit sections), and the multi-player games.

The services that are not covered by the unlimited flat rate are still charged at the \$6.00 an hour non-prime time rate. Again there is a little good news here as well. The \$6.00 an hour rate now applies to 2400 baud as well as 1200 baud. Call GENie for more details.

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### Diary of a Flight Simulator Pilot -- Part 3 by Dave Arlington

Back for the third leg of our Flight Simulator II flight from Santa Monica, CA. to Cleveland, OH? Today's section of the trip takes us from Yuma, AZ to Phoenix. For those just joining in, this article is part of an ongoing series about the attempt to duplicate a recreation held last year of the 1929 Women's Air Derby. The software being used is Flight Simulator II on an Atari 130XE, and for this article, Western Scenery Disk 2.

For those folks flying along, the parameters for this month's flight are: NORTH: 14475, EAST: 7913, ALTITUDE: 0, HEADING: 258, HOUR: 8, SEASON: 2, CLOUD LEVEL 1 UPPER: 10000, CLOUD LEVEL 1 LOWER: 7000, SURFACE WIND: 10, WIND DIRECTION: 270.

As we exit the Editor, we can see that the beautiful weather (no clouds, no wind) we had for the first two legs of the trip has changed. There is a cloud cover, but it is high enough that we will fly under it the whole way to Phoenix. The wind has to be taken into account though. Since we will be flying to Phoenix, our course will take us almost directly due east. Coincidentally, the wind is blowing west to east, giving us a 10 knot tailwind. (OK, maybe it is not so coincidentally! Isn't it great to have control of the weather?) Even though our eventual heading is due east, you always should take off INTO the wind which is why the plane is sitting on the middle of Runway 26, ready to take off.

Of course, a little pre-flight planning is in order. Looking at the Phoenix Sectional, the obvious route seems to be to fly down Interstate Route 8 to the Gila Bend airport and VOR and then cut north to Phoenix. Since we are too far away to contact the Gila Bend VOR at 116.60, we'll have to fly VFR (Visual Flight Rules) for awhile. Of course, having Route 8 right there makes that pretty easy.

Take off now straight ahead. At 1200 feet, start a slow right turn to come back around to pick up Route 8. As you are turning, look around and out the right windows to get a good look at the city of Yuma and the Colorado River. When you get Route 8 out the front window, straighten out and follow the highway. Take some good looks around as this promises to be one of the more scenic parts of this leg of the trip. Level off at 3000 feet. Off to the left side, you can see our old buddy, Interstate Route 10 which will parallel us all the way to Phoenix. Trying to follow a highway or river like this, helps a pilot get better judgement in timing as to when to make turns. This becomes useful around airports.

The Gila Bend VOR kicks in about 68-69 miles away from it. Later on, you can pick up the Buckeye VOR at 110.60 on NAV2. The Buckeye VOR is located on Route 10 almost due north of the Gila Bend VOR. By constantly adjusting your NAV2 radio to keep the OBI needle centered, you can triangulate exactly where you are on Route 8 as you fly. When we turn north at Gila Bend, we'll switch NAV1 to the Phoenix VOR at 115.60 and fly to that VOR.

Isn't this clear Arizona air something? Even on a cloudy day like this, Phoenix can be spotted when it is still, by my best reckoning, about 100 miles away. 40-something miles out of Gila Bend is when I first spotted it and since Phoenix is about 40-50 miles beyond that, that gives me my estimate on how far away it is. Now that we see it, of course, we could turn directly towards it and fly there. But since in reality, we would have filed our flight plan, let's continue with the original plan.

Are you following the road or the VOR to get to Gila Bend? If you're now following the VOR, you might notice that the wind at our backs is not directly at our backs, but at a slight angle. Even that slight angle is enough to keep pushing us off the radial we want to fly. You might find, for instance, that you have to fly a heading of 60-62 degrees to stay on the 64 degree radial. This is called crabbing, for those who might want to know. When we turn north to Phoenix and head towards the Phoenix VOR, it becomes a little more apparent.

After passing over the small Gila Bend runway, tune into the Phoenix VOR and turn a little towards the north. Try to get on the 40 degree radial. After you make the turn, a look out the right window shows a road coming south from Phoenix to meet Route 8. This is, of course, our friend Route 10. A little later, just south of Phoenix, on the other side of Route 10, you should be able to see the runway at Chandler, Arizona. The airport we are landing at today is Phoenix International, Sky Harbor, just south of the major Phoenix metropolitan area. It is a little to the west of the VOR we are heading towards and when it shows



up it will be on the left side of your screen.

Sky Harbor consists of two large runways. Since the wind is still from the west, we'll be landing on Runway 26 Left, the closest one to us. When your DME reads under 5 miles, start descending to 2200 feet and get into slowflight. You're far enough to the east that you can try a pattern approach just like the big boys. When you get close enough (but not too close), turn to the downwind heading of 80 degrees. When you can see the whole airport out the back window, turn to the base heading of 350 degrees. By the way, the first turn was a right turn, the second turn was a left turn. When you look out the left side and see the runways slightly in front of the plane's wing, make another left turn to a final heading of 260 degrees. Try to time your turn so that you straighten out on a heading of 260 with the runways right in front. The elevation of the runways (a helpful thing when you want to land), is 1132 feet. Oh, and make sure to catch a view of airport at Mesa, AZ out the right windows as you are flying on your 350 heading before turning to land.

Well, that's it for this month's trip. Next month we go from Phoenix to Douglass, Arizona right on the Mexican border. Judging from the sectional chart, it looks like a real trip to Simulator no-man's land. Oh well, at least I can guarantee the weather will be nice next time!

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Xmass Cards  
by Neil Van Oost Jr., JACG

Well here it is, I have found yet another use for the Daisy-Dot III text processor, by Roy Goldman. You can now do a Christmas card, or any type card for that matter with DD3, and I'll let you in on all the secrets.

First you will need to design your cover page and convert it to an NLQ font. The candle picture that I used started out as an 8 X 11 inch picture in a coloring book. Using a grid measuring 96 by 160 (see my GRID.NLQ font on the JACG BBS), I traced the candle picture. I then loaded up my DD3 font editor and converted the picture from my grid to a font. The picture took up 15 characters in the font, using 32 by 32 as my character size.

After saving this font (I actually created enough pictures to fill up the font), I realized that in order to use my picture I would have to print it upside down. Back to the font editor, where I did a horizontal and vertical flip of each character and resave the font under a different name. Now by simply reversing the order I printed my characters, I had an upside-down picture of a candle. Next I expanded the font using the utilities program to a size four font. This when printed again would give me a picture blocked to the left side of my page which filled approximately one fourth of the sheet and was upside-down.

Next I went back in the font editor and created a one character font of my logo for the back page of the card. Below is the exact way the text file looked that I used to print the facing page.

```
\xu00\fclogo\xt000\xb000\xa240a
\felgae4\s0\w4\xl006\xr000\lmn
ijk
fgh
cde
_ab
```

```
\xl190\fnfourpat\w1\s0op
qr
```

```
\xu06\xl190\zipper\w1\s4Remembering you
with warmest wishes
for a bright and cheerful
Holiday Season.
\xu00\xl190\fnfourpat\w1\s0
```

```
\rop
qr
```

I will go over the commands used and why, so it will be a little easier for those interested to duplicate my work:

\xu00 sets the line spacing to zero.  
\fclogo\ calls my card logo font into memory.  
\xt000 sets top of page to zero.  
\xb000 sets the bottom of page to zero.  
\xa240 moves the printhead immediately 240/40 across the page.  
A is the character which represents my card logo.

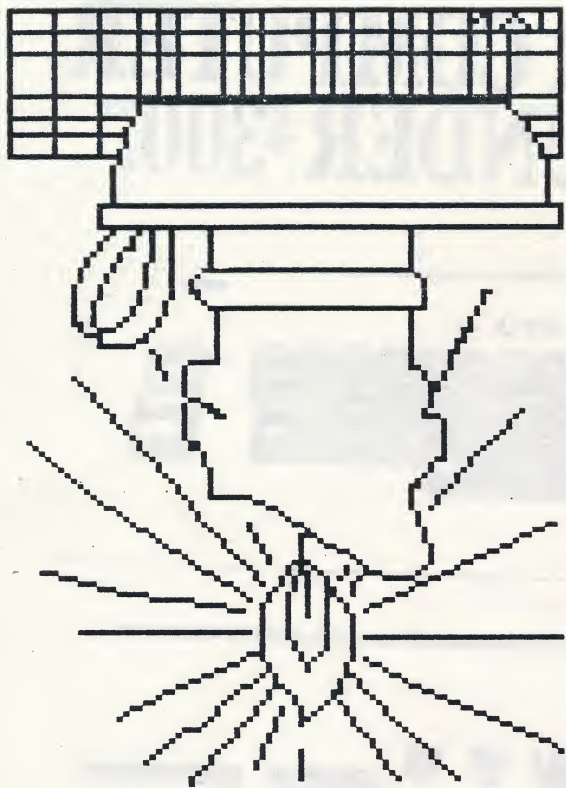
Line 2: \felgae4\ calls the font which contains my candle picture.  
\s0 sets the spacing between characters to zero.  
\w4 sets the width of our character to four times normal. We already made our font four times as high using the font utilities program earlier.  
\xl006 sets our left margin in 6/40 from the left side of the paper.  
\xr000 sets our right margin to zero.  
\l blocks all lines printed from this point to the left margin.  
The letters lmn, ijk, fgh, cde, \_ab are our upside-down candle picture.

Counting blank lines, we are now on line 8:  
\xl190 sets the left margin to 190/40 across the page.  
\l blocks the text to the new position of the left margin.  
\fnfourpat calls up a pattern font that I created.(this font for those interested is also on the BBS.)  
\w1 sets the character width to normal size one.  
\s0 sets the space between characters to zero again.  
The letters op,qr contain the pattern I want to print from this font.

Counting blank lines we should be at line 14:  
\xu06 sets the space between lines to 6/72  
\xl190 again sets our left margin to 190/40 across the page.  
\zipper\ calls the zipper font for use. \w1 sets our character width to size one.  
\s4 sets the space between characters to four columns.  
Following this is our message.  
The rest of the commands, except for the \r, which blocks right have already appeared in line 8. You will notice that some commands I have duplicated, even tho I did not need to. This is because when I write these 'text processor programs', I am constantly switching things around and it is a way to make sure I have the correct commands right next to the text or picture that they need to match up with. Duplicating commands has no adverse effect on the final output.

Well thats it from you friendly 'Picture Junkie'. By the time you read this the files should be up on the JACG BBS.





Remembering you  
with warmest wishes  
for a bright and cheerful  
Holiday Season.



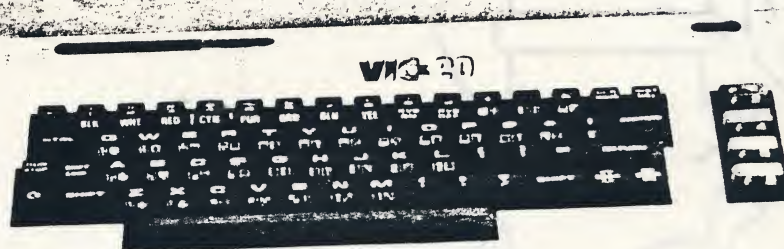




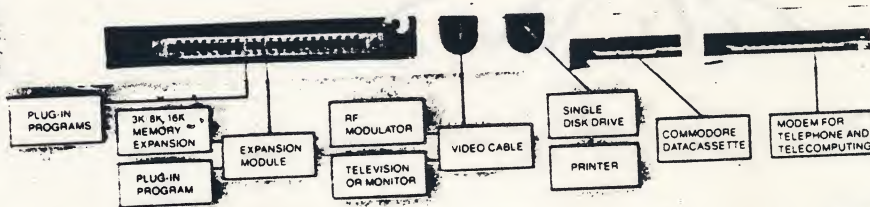
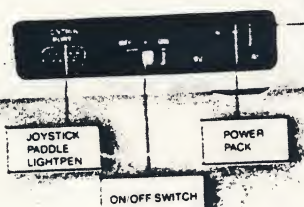
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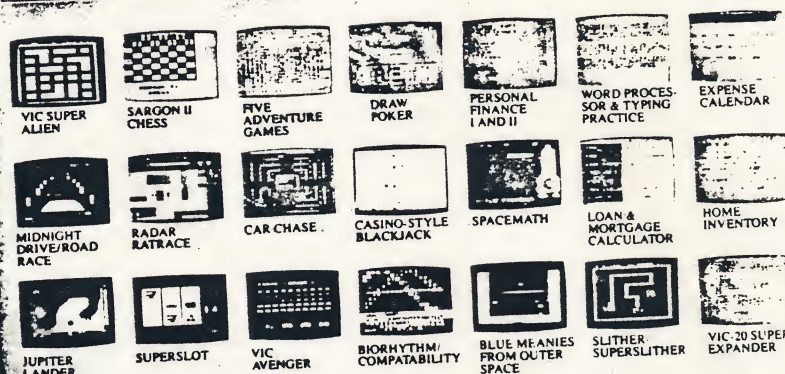
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Graphic Symbols On Keyboard	62	0	0	0
Displayable Characters	512	256	192	256
Microprocessor	6502	6502	TI9900	6809
Accessible Machine Language	YES	YES	NO	YES
Upper/Lower Case Characters	YES	YES	NO	NO
Operates with all Peripherals (Disk, Printer and Modem)	YES	NO	YES	YES
Full Screen Editor	YES	YES	YES	NO
Microsoft Basic	Standard	N/A	N/A	\$ 99.00
Telephone Modem	\$109.95	\$399.95	\$450.00	\$154.95

\*Manufacturer's suggested retail price Jan. 1, 1982



Read the chart and see why COMPUTE! Magazine<sup>1</sup> calls the VIC-20 computer "an astounding machine for the price." Why BYTE<sup>2</sup> raves: "...the VIC-20 computer unit is unexcelled as a low-cost consumer computer." Why Popular Mechanics<sup>3</sup> says "...for the price of around \$300, it's the only game in town that is more than just a game." And why ON COMPUTING INC.<sup>4</sup> exclaims: "What is inside is an electronic marvel... if it sounds as if I'm in love with my new possession, I am."

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<sup>1</sup> April '81 issue    <sup>2</sup> May '81 issue    <sup>3</sup> November '81 issue    <sup>4</sup> Fall '81 issue

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# VIC-20

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## ■ In this issue

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- Z\*Net Newswire
- Glendale Atari Show
- Duesseldorf Atari Show
- Calamus printing centers?
- Latest Share/Free wares

# New GEM, GDOS, 32 Mhz for TT

*Reported by John Nagy* — Leonard Tramiel officially announced during the Glendale Atari Show in September that the production TT030 computer would indeed have a 32 Mhz 68030 CPU (as reported by Z\*Net over two months ago). The new design is expected to perform about 1.7 times faster overall than the "prototype" 16 Mhz TT's that have been sold to some developers.

The head of Atari's technical division and co-owner of Atari, Leonard surprised the Glendale audience at a pair of seminars where he talked freely and cordially about Atari, its products, and its plans. While some of his answers were quite clipped, and a few questions were refused based on confidential information or marketing decisions that have not yet been made, Leonard was open and honest with all of the many questions that he took as part of the seminars.

Another new announcement was that GEM has been totally rewritten for the TT. The resulting desktop is much more versatile and pleasing to look at and work with. Developers with the old TT's are being offered both the CPU and desktop upgrades. The new GEM is remarkably like GRIBNIF's NEODESK in appearance and operation, but Gribnif Software's Rick Flashman confirmed that they had no hand in the design of the TT desktop.

Custom editable icons for any program, programs on the desktop, "live" icons that allow dragging a data file to an application to simultaneously load the application and the data, configurable keystroke equivalents and macros, color and appearance options, printer icons, just about everything you are used to in NEODESK and other advanced desktops are in the new TT GEM. As it takes up more ROM than the old GEM, it will NOT be adapted by Atari for the ST line of computers. However, the new Control Panel is to become standard with the STE computers. It features clever images including a turning head wearing earphones to graphically show stereo balance, etc.

Further, Leonard Tramiel and other Atari officials indicated that the MEGA STE idea is still alive at Atari, and that if it is committed for production, the MEGA STE will carry the new

desktop, as the Mega line will then be seen more as "small TT's" than as "big STE's".

It was observed that perhaps Atari could have left Gribnif to design a TT NEODESK. But as Tom Harker of ICD sagely



explained while pondering the fact that his own hard drive host adaptor would be unnecessary on the new TT (which will feature a true SCSI port), "It's the third party developer's place to patch holes we find in existing hardware, not to dictate where we want the holes to be in future hardware."

A new GDOS was also discussed for a release "soon". This GDOS will feature scalable, rotatable outline fonts and should be compatible with existing GDOS based programs like WORD UP and WORDFLAIR.

The TT is to be released to the USA after COMDEX in November. Pricing has not been announced, but it has been leaked that "\$3,000 will get you substantially more than a base model". Already selling in Germany and Switzerland, the TT ranges in currency exchange prices from about \$3,500 for a 4 meg RAM, 40 meg hard drive unit up to near \$4,000 for the 8 megabyte unit. ■

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Advertising ..... John King Tarpinian  
User Groups Coordinator ..... Robert Ford  
Layout & Distribution ..... Bruce Hansford  
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ICD reaffirms its position as the leading developer of third party hardware for the Atari ST with the introduction of **AdSpeed ST**, a full featured low-cost 16 megahertz 68000 accelerator for all Atari ST, Mega, and ST<sup>®</sup>\* computers.

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## Z\*Net Newswire...

■ **The hard drive operation problem in the Atari STe** computers has been eradicated completely in the new production machines now leaving Sunnyvale. A formal announcement of this is not expected, as Atari never actually admitted that there was a systematic problem that required their attention... and it is bad form to announce that a fix has been found for a problem that didn't exist. STe owners are still encouraged to have their machines tested with a hard drive (AFTER a backup!), as Atari will fix or replace existing machines without complaint.

■ **Atari UK has reportedly decided to stop shipping machines with TOS versions below 1.4;** even new 520STFM machines are to be fitted with TOS 1.4. The latest information from Atari U.S. is that all domestic ST and Mega units are still shipping with TOS 1.2 with the exception of units sold as publishing systems with the Monterm monitor. It is believed that no new MEGA computers have been built in many months.

■ **Word from Germany says that UNIX for the TT030 computer is being delayed** in order to release Unix V.4 rather than the present version 3. V.4 is expected to ship with Open Look, a graphic user interface that is gaining many fans, but some potential TT buyers hope the delay waiting for V.4 does not grow to many months. Atari expects to release the first TT model to USA availability at COMDEX this November, fully outfitted for a \$3,000 target price. However, the table top version is not scheduled to support

expansion to a full UNIX machine. The full-blown and expandable "TTX model" in a tower configuration has not been publicly discussed in some time.

■ **From ISD Marketing's Nathan Potechin comes news of availability of a new version of CALAMUS,** the very popular Desktop Publisher. New features in Calamus 1.09N are a Text Raster option (text can be any shade or intensity) and the ability to define the weight of a text outline. The speed and stability has been enhanced as well. The upgrade charge: US \$29.95 or \$34.95 CDN. Further, Nathan adds that he picked up another clip art library of GEM Metafiles (over 300 files) for US \$49.95 or \$59.95 CDN. Says Nathan about the major revision CALAMUS SL, due to be released "soon" and shown to a select few at Glendale, "Tiling is done and working in SL. So is opening up to 7 windows (or additional documents) simultaneously, so is multiple clipboards for mix and match throughout multiple docs, so is color... A version of PKS Write will be included, as will a complete new vector graphic drawing and editing program (a much enhanced version of Outline Art), a drawing module for standard paint requirements, etc.." Wow!

■ **CHERRY FONTS owners have to return their disks for revision if they will be using the new Calamus 1.09N.** The update is FREE for registered font owners only. Make sure you send in ALL of your registration cards. Cherry Fonts, Unit #4 - 2250 Tyner Street, Port Coquitlam, B.C., Canada V3C 2Z1 Phone: (604)944-2923"

■ **Atari has contracted six outside firms to develop software for the Atari Lynx.** The companies, U.S. Gold, APTI Game Systems, TELEGAMES USA, Shadowsoft Inc., Reflex Software and Cyber Labs, signed on to produce a total of 13 new games. Among the new Lynx titles planned are futuristic space adventures, sports challenges and strategic chess and card games — all of which will be available by early 1991.

■ **Former ST World Magazine owner Richard Tsukiji has admitted that investigation of the "Bob Brodie FAX" incident has determined that the FAX was in fact sent from the ST World offices,** but from persons unknown. The FAX in question falsely purported to be from Atari Manager of User Group Services, Bob Brodie, and urged a boycott of World of Atari shows. ST World Magazine offices were closed and Tsukiji was allegedly out of the state on July 2, 1990, when the FAX was sent. Tsukiji is said to suspect that disgruntled former ST World employees sent the damaging FAX. Tsukiji transferred ownership of the magazine to several employees for the sum of \$1.00, bypassing other employees and editors who had expected to take over the ST publication. David Small of SPECTRE Mac Emulation fame took part in the investigation and has announced that he has resigned from ST WORLD as a contributor as a result of his findings.

■ **Gadgets By Small, the makers of the SPECTRE Mac Emulation device, are getting their VERSION 3 software ready for**

market. Although not yet complete (so don't call asking about it yet!), V.3.0 will offer a new level of standardization and ease of use of the Spectre GCR. Major improvements include: remapped function keys and keypad; Postscript Laserwriter driver support through serial port; MEGATALK options; System 6.0.4 and 6.0.5 work; lots of little bug fixes and one-key equivalents to common "Command-" key combinations; and more. Registered Spectre owners will be receiving newsletters shortly with details on availability dates and upgrade prices. Gadgets asks that users do not call or write to order version 3.0 until they receive their newsletters. In the meantime, be CERTAIN you are registered!

■ **In a half-million dollar chip piracy bust, Dennis Hayes of Cincinnati plead guilty to operating a scheme in which he sold more than 5,000 bogus Macintosh ROM computer chips between 1988 and 1990.** Macintosh 128K ROM software information was copied into the chips which Hayes sold for between 130 and 195 dollars per set. Hayes pleaded guilty to money laundering, copyright infringement, and structuring a financial transaction. Seized were \$180,000 dollars in cash, \$2,000 in traveler's checks and various guns, including four Uzi semi-automatic weapons, Hayes' private airplane, etc. Hayes was one of several major chip suppliers for MAC ROMS, also used in Gadgets by Small's SPECTRE Mac Emulators for the ST. Small does not supply chip sets for their unit, and had no dealings with Hayes, although many Atari users bought chips from Hayes

CONTINUED





## ...Z\*Net Newswire

at several Atarifests. Rumors that tied the bust to a shortage of the Gadgets company's GCR product are unfounded. The GCR emulator is simply more popular than production can keep up with.

■ **Hot and new is the ADSPEED ST from ICD Inc..** A hardware accelerator board that replaces your CPU with a 16 Mhz 68000, the AdSpeed is touted as the fastest and most compatible unit yet. Expected to retail at \$299 and be available in October, AdSpeed should be installed only by the technically experienced. The same unit will be configurable for almost ANY 68000 computer or terminal system. That means that the same ADSPEED will be marketed to Atari, Amiga, Macintosh, and other computers. Word is also circulating that ICD is planning its own 68030 upgrade board for the Atari and perhaps other machines (similar to the prototype that Gadgets by Small has shown at recent shows), but ICD isn't talking publicly about it at this time. Pro-VME in Germany has developed a 25MHz 68030 accelerator board as well... so things are getting interesting FAST. ICD, 1220 Rock Street, Rockford, IL 61101, (815) 968-2228.

■ **The popular BBS program, BBS Express! ST,** was purchased from ICD, Inc. by Rick Taylor, a longtime Atari enthusiast and programmer, but new to the commercial scene. Written by the well respected Keith Ledbetter, and marketed by ICD since its inception, Express will now be marketed under Rick's new "T-Squared" software

company. New development is expected to begin almost immediately on an update. The new support BBS number for Express is (714) 357-6806.

■ **FLASH, telecom program favored by most Atari users,** will soon be updated to version 2.0 by Antic Software. Rumored but kept quiet for some time, START MAGAZINE's Tom Byron spilled it at lunch at the Glendale Atari Show. SOON. BETTER. Details? Not yet.

■ **Atari Publishers, developers, and users were threatened with lawsuits via letters from the attorney of the ATARI ELITE organization of Pittsburgh, PA. in September.** Claiming libelous statements were published about Elite, the group requested formal admissions and apologies from as many as 33 individuals and companies or else legal proceedings would begin. The claims arose after much public discussion of the ELITE as a possible influence in the open piracy and low attendance at the PACE Atari show in April 1990. Atari Corp's Bob Brodie will meet with the group at the WAACE show in Washington, DC, in October, and a resolution agreeable to all is hoped for at that time.

■ **Computer Friends Inc, at MacWorld Expo/Boston, announced a configuration which links the Atari Portfolio to a Macintosh.** The package includes the Message Mover software which runs on both the handheld Atari and the Macintosh and provides intelligent file transfer between the two systems. The Ultimate Portable package contains the Portfolio, Power

Supply, the Atari Serial Interface, Message Mover Software for the Portfolio, Message Mover Software for the Mac and a cable to connect the Macintosh and the Portfolio for \$599.

■ **The "KX" keyboard X-tender interface allows you to hook up an IBM AT style keyboard to any Atari ST or Mega.** Just plug the supplied cable into your Atari MIDI IN connector and your new keyboard into the "KX" connector labeled "KEYBOARD", no internal wiring, no soldering or unscrewing. The "KX" still allows you to keep any existing MIDI set-up. "KX" comes with it's own power supply and requires very little desk space. \$74.95, from Grace E. McAliece, Support Manager, Diverse Data Products, Inc., Post Office Box 695324, Miami, Florida, 33269. (305) 651-2393.

■ **TRIUMF at the University of British Columbia is a large Cyclotron or particle accelerator that is used in nuclear research.** They use a mainframe VAX system which is networked into over two hundred Atari ST's throughout the complex. The Atari is used as a terminal running the ST 640 VAX emulation software. The ST's are networked through the serial ports to the main computer. The VT640 emulator allows for graphics so that any part being designed can be shown on screen and rotated on an "X" or "Y" axis. Look for VT640.ARC on Genie, Z-Net BBS or your local bulletin board.

■ **SEURAT, a popular paint program by SKWare,** is now upgraded to Version 2.0. A versatile and extensive feature list

allows manipulation of Degas, MacPaint, and IMG files with remarkable flexibility. The ability to edit or create huge IMG files should appeal to users of any publishing systems. For a limited introduction period, the two disk set (with manual on disk) is only \$25 by mail from SKWare One, P. O. Box 277, Bunker Hill, Illinois 62014.

■ **Many people will never run their Stacy Laptop ST on batteries due to the short duty cycle.** Quay Computer offers a system that relieves the need to lug around the separate power supply by mounting the power supply inside the battery space and using a standard power cable to plug in your unit. Quay Computers, Unit 233b, 810 Quayside Drive, New Westminster B.C., V3M 6B9

■ **Delta Controls, a major supplier of heating and air-conditioning units for large office complexes,** has developed new software for the Atari Portfolio. Using the Portfolio's serial interface and connecting to the building's environment system, the user is supplied with all programming data such as area temperatures, run cycle time, duty cycle time, on/off times for each floor and/or rooms. The temperatures can then be adjusted to maximum efficiency for occupancy and energy conservation. Data can then be stored in the Portfolio and transferred to a PC via the card drive for storage or further analysis in a graphical representation of the building. ■

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# Glendale: GEM of the west

Show Review by John Nagy

Billed as "Perhaps the Largest Atari Show Ever in the USA", the Southern California Atari Computer Faire, version 4.0b, also called the GLENDALE SHOW delivered at least part of the promise. While less than 3,000 total visitors filled the huge Glendale Civic Auditorium on September 15 and 16, those who came saw more ST developers and dealers than had ever been assembled for previous domestic Atari shows. Over 40 exhibitors and groups filled 55 floor tables plus the entire stage in this fourth in the series of user-group Atari shows held in Glendale. As before, the host for the show was John King Tarpinian and the HACKS Atari Computer Club, although many other clubs were also represented at the Glendale Show.



Official paid attendance was 2,459, with as many as an additional 300 courtesy admittance and workers, and each one passed under the "NO PIRATES" flag draped across the main entrance.

Although a smaller turnout than was anticipated, the show was a roaring success when measured by sales, satisfaction, and participation. Most vendors reported significantly higher sales at Glendale than at any recent Atari show of any size.

A major reason for the high spirits that prevailed throughout the show was the dynamic involvement of Atari in all parts of the show. Attending to the large and varied Atari Corporation booth that took the entire stage of the auditorium were Bob Brodie, Don Thomas, Art Morgan, Ken Badertscher, Dan MacNamee, John Townsend, and more. Even Leonard Tramiel and Elie Kenan (the new Manager of Atari USA) spent all day Saturday at the show, talking to visitors, looking at displays, participating in seminars, interviewing developers, and generally adding whatever they could to make the show succeed.

Seminars were very well received, with Bob Brodie kicking off the first one on Saturday with a polished and personal talk to nearly a capacity audience, while Leonard Tramiel kibitzed from the sidelines. Bob gave us hope for what is to come from Atari under Elie Kenan. Other highlights of the seminars: Dave Small singing Neil Young favorites while reminiscing about MAC emulation coding; Rick Flashman debuting NEODESK 3 to an amazed audience; a frank talk about the TT given solo by Leonard Tramiel; a panel of developers in the IAAD talking about how they can work together to help us all; and a panel of ST magazine publishers.

Highlights from the show floor - exhibitors and what some of them brought with them:

**ATARI CORPORATION** filled the stage with all the current hardware, and a special mini-studio setup featuring the HOTZ MIDI TRANSLATOR was manned by Jimmy Hotz throughout the show. A LYNX PLAYGROUND ringed the stage... dozens of LYNX machines on new release game titles (and even several that are not yet available to the public!).

**AMERICAN MUSIC:** This North Hollywood music dealer is also one of the country's

largest movers of Atari hardware.

**BRANCH ALWAYS SOFTWARE** offered the world premiere release of Quick ST 2.2, with Darek Mihocka on hand to show it off.

**CODEHEAD SOFTWARE** debuted a brand new product at Glendale called "CodeKeys", and John Eidsvoog did a seminar on the integrated Hotwire system.

**COMPUTER NETWORK**, the newest Atari dealer in Southern California, hadn't even held their grand opening before the show. They literally brought the store, and set up walls of racks for a very large assortment of hardware and software deals.

**D.A. BRUMLEVE** lost her luggage on the plane to California, missing Saturday to premier her newest title, TELEGRAM. Dorothy did well in sales of her programs focusing on children.

**GADGETS BY SMALL** showed MEGATALK. Retailing for \$299, it was sadly NOT available for sale. Dave and Sandy Small also gave us a look at the newest version of the SPECTRE GCR software, version 3.0! The 68030 board was not shown.

**GOLDLEAF:** The first true "document processor" for the Atari, WORDFLAIR, had a new version released for the first time at the Glendale show. Version 1.1 is smaller, faster, and has utilities included to help make it easier to use.

**GRIBNIF SOFTWARE** had perhaps the hottest premier product at Glendale - NEODESK 3! This evolution of the Atari desktop was one of the most talked about items at the show and sold like wildfire.

**ICD, INC.:** The first showing of ADSPEED, ICD's new hardware accelerator for any ST or MEGA computer, was at Glendale. The \$299 board is the fastest and most compatible unit yet, and drew lots of attention and orders.

**MICHTRON** offered good deals to the public and to other dealers as well. Rumor has it that Michton might be bought by Talon, the original Supercharger importer.

**RIO/DATEL:** A major distributor of unique hardware and software for the ST, RIO/DATEL also was selling the SUPERCHARGER IBM emulator. Talon, thought to be the exclusive importer, said that this was a limited (500 unit) test by the makers of Supercharger.

**SLICCWARE** showed another desktop replacement system - SliccTop will be a multi-tasking environment... when it is finished.

**ST INFORMER:** The popular monthly newspaper/magazine of the Atari world, here to participate and to report for the next issue. ST INFORMER also is the developer of the UNIVERSAL ITEM SELECTOR, and they showed a UNIVERSAL NETWORK system that will allow any of a variety of network systems to be interconnected. Although not finished, it looked promising.

**ST JOURNAL:** The newest ST magazine, featuring comprehensive reviews and a no-playing-around attitude, ST JOURNAL offered their third issue even before general release. They sold 600 copies... that's almost one for every four people in attendance!

**XOTERIX:** A newcomer to the Atari market, Xoterix offers applications and hardware for the tiny PORTFOLIO computer, including a 20 meg hard drive!

**ZUBAIR INTERFACES:** Affordable and versatile memory upgrades, Z-KEYS (an IBM keyboard adapter), ATONCE, the 80286 IBM board for the Atari, and a hand scanner, to be available soon with software from Germany that will be real competition for MIGRAPH.

Also attending were: BECKEMEYER DEVELOPMENT TOOLS; BEST ELECTRONICS; BILL SKURSKI ENTERPRISES; BRE; COMPUTER OFFICE PRODUCTS; DOUBLE CLICK; GROVE SCHOOL OF MUSIC; ISD; THE KING'S DOMAIN; MIDCITIES; MIGRAPH; NEOCEPT; SOFT-AWARE; SOFT-LOGIK/SAFARI FONTS; SOFTWARE DEVELOPMENT SYSTEMS; SPROKITS; TALON; WUZTEK; Z\*NET NEWS SERVICE.

User group tables were busy all through the show, and there were plenty of candidates for membership. John King Tarpinian tells Z\*NET that only one in 20 attending the show used the \$2 user group discount, which was posted clearly and promoted in all advertising. Atari invested over \$20,000 in advertisements in both the major L.A. newspapers as well as on a popular rock music radio station.

The "disappointing turnout" is only one of comparative degree... the Glendale show did as well as any other "major show" this year. It may be that the shrinking userbase of Atari computers, along with the growing attitude of "computers as appliances" is cutting the interested public back to where 3,000 is all one can hope to reach at such a show. Overall, the Glendale show was largest, best organized, most positive event held on the West Coast in years.



# NeoDesk™ 3

## The Ultimate Desktop



NeoDesk™ 3 is a complete replacement of the boring, built-in desktop that comes with the Atari ST. Its advanced, yet intuitive, graphical interface will make your computer both easier to use and much more powerful.

It is the easiest and most affordable way to realize your Atari's true potential. Many have called it "the ultimate upgrade for the Atari ST".

NeoDesk introduced the idea of placing your commonly used programs directly on the desktop while pioneering the concept of assigning different custom icons for individual files and folders.

Now NeoDesk 3 takes you a step further, introducing several new and original concepts which will make you want to scream "I want my NeoDesk 3!".

In addition to keeping commonly used files and programs on the desktop, you can now also keep folders on the desktop. And not to limit your creativity, with NeoDesk 3 you can even write *Desktop Notes*™ right on the desktop itself.

Only NeoDesk 3 allows you to look at two different parts of the same window, thanks to its amazing *Split Window* feature. Of course, each window can be set to display text or icons, independently of any other window. Each window can even have its own sorting and text options.

NeoDesk is also smart, using all of its available memory for file copying so that as many files and folders that will fit into memory are read in at once. No more useless disk swaps, even hard drives benefit from its speed and efficiency.

Add some of the other NeoDesk 3 features, such as a brand new Icon Editor, keyboard equivalents, desktop picture, file templates, *Active Icons*, and *Hot Keys* (execute your favorite program with a single key), then you have more than enough reasons to buy NeoDesk. But for those of you who need a little more, read on.

NeoDesk 3 now offers a unique *File Clipboard*™ which lets you temporarily hold files and folders in memory while you are busy doing other things. In a way, you can think of it as an automatically expanding and shrinking ramdisk.

You now also have the power of *Macros*, with which you can automate any series of desktop operations like opening windows, copying files, running programs, etc. These can also have *Hot Keys* assigned to them.

NeoDesk 3 even has special support for 5 1/4" floppy drives and formats all disks with the correct information so they work on most MS-DOS computers.

From low resolution to ultra high resolution, NeoDesk 3 supports up to 10 different resolutions in each system.

Of course, these features would not be useful unless they were easy to use. Rest assured, NeoDesk 3 has been designed to be "upwardly compatible". Use NeoDesk just like you used the original desktop, no need to forget all that you have learned.

It doesn't stop there. The included *Recoverable Trashcan* lets you recover files deleted with it at any time in the future. It was created using the *NeoDesk Developer's Kit*, which opens a whole new world of possibilities. There's also the *NeoDesk CLI* (both available separately), a complete window based command line interpreter which allows you to create pop-up menus, automate file operations, and much more.

No matter who you are, NeoDesk 3 has something for you. From helpful search capabilities to a powerful file reorder function. Thanks to its ability to remove itself from memory, it only needs about 35K of memory. Of course, there's lots more, which you can discover by ordering today!

NeoDesk 3 and the NeoDesk CLI are available from your local dealer, or order toll free by calling (800) 284-GRIB and get FREE 2nd Day Air (US only). Call or write for upgrade and other information.

### GRIBNIF SOFTWARE

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# Duesseldorf Atari Show Report

Compiled by Christian Strasheim, Kai-Uwe Wahl & Michael Schuetz Courtesy of Atari PD Journal - Z\*Net Germany — The annual Atari show in Duesseldorf, Germany (August 24-26) attracted more visitors than last year - all in all more than 42,000! 209 vendors, compared to last year's 155, were showing off their ST related products on an exhibition terrain of 20,000 square meters. This year for the first time Atari Germany was also happy to welcome vendors from Australia and the Soviet Union.

The main attraction at the Atari booth was naturally the TT. Before the show a lot of rumours and dementis concerning the speed and availability of the new Atari flagship could be heard both overseas, in the states and in Europe. But since August 24th all discussions will have an end, it is official now: The TT will run at 32 megahertz. More surprisingly than this fact was also the new TOS version 3.1 that the TT's at the show were using. At first sight it will remind the user of programs like Neodesk or Gemini Shell.

The ST professionals from Application Systems Heidelberg have always been good for surprises. Under the noteworthy name Phoenix they presented a new database program that took the competition in this market field totally by surprise. Phoenix is looking very good and it might hit the market by the end of the year. Another Application Systems product, the wordprocessor Script, was also shown. The new version 2.0 now runs also on the TT and is compatible to all regular Big screen monitors.

BETA SYSTEMS, creators of the famous MS DOS emulator Supercharger, showed off a LANADAP-SC card that plugs into the internal expansion port of the Supercharger and makes it possible to connect the PC emulator for example to Novell based PC network systems.

Also at the show was the new PC emulator, AT Speed, created by Hans Sack, who created the well known PC emulator, PC Speed.

CCD ran another beta version of Tempus Word and the final product is supposed to be ready within weeks. A TT adaption is on its way too. Meanwhile CCD did also some touch up work on their classic editor Tempus. The program is now up to Version 2.10.

The Frankfurt based company Eickmann computer had the so called Eickmann Towers - completely redesigned and modified ST Tower units with all kinds of configurations. The high class model is called ET-1/20. It offers a 16 MHz 68020 processor, 3 disk drives, a 100 MB hard disk (accesstime: 18 ms !!) an exchangable hard disk and several other features. Besides these complete computer units, Eickmann added several new hard drives to its already long ST hard drive collection. The offer ranges from external units in different sizes to internal drives that can be installed within Mega ST models.

GFA right now enforces the development of PC products. Soon some of their products will be available for DOS, Windows 3.0, OS/2 1.2 and Unix/386 V3.2. Later on they will engage their efforts again in the Atari resort. GFA Basic 4.0 for the ST/TT is already in the drawing board stage.

Omikron presented the new version of their database program EasyBase and also a new game called Goliath3, which is the interesting adaption of the classic game GO! for the ST. Professional Go players said it could not be done - but Goliath 3 takes the ST up to a strength factor of approx. 15 kuy.

TKR demoed a big screen expansion board with the name "crazy dots" for the sensational price of DM 1298.-. The board offers 1 MB of video RAM with direct access to the blitter chip. Through a video application slot a genlock-/or a true color expansion can be added. The standard configuration of crazy dots offers resolutions of 1664 x 1200 pixels (16 colors), 1280 x 800 pixels (256 colors out of 262144 colors). ■

## TRANSCOAST AND THE PIPS AT RENO

Atari Desktop Publishing systems featuring CALAMUS may soon become as commonplace in printing centers as Macintosh systems are today, if TRANSCOAST has its way. Don Kimble, Fred Segal, and Ike Eisenschmidt run Transcoast Systems, Inc, a VAR for Atari and ISD, Inc. They sell desktop publishing solutions to all areas of the printing industry, and were responsible for exposing the Atari systems to "Conclave '90 Reno" in early July, attracting scores of PIP Printing shop owners from across the country.

Transcoast bought a booth at the event to present the Atari Mega4, Atari Laser printer, and Calamus software as the complete desktop publishing solution. Atari U.S. supplied the hardware and Bob Brodie, Don Thomas, and Atari's V.P. of Sales, Bill Crouch, arrived to help make certain not one inquiry went unanswered. From ISD Marketing (distributors of Calamus), Nathan Potechin made himself and his best graphic artist available to answer

questions and help sell DTP solution packages. For about \$6,000, Transcoast not only promises to have a system up and running most anywhere in the country, but the price includes training as well. The system also includes a MEGAFILE 30, Outline Art software, Font Editor, and 35 fonts. Other features can be added, such as the full page viewing capabilities of the Viking monitor.

PIP owners were astounded. Amazed not only by the capabilities of the software, but surprised to see the name of Atari (many thought the company had long gone) and the incredible low price. Within a couple of days handfuls of business cards were collected from those PIP owners who wanted either a formal presentation or more information as to set-up time. A son of one PIP franchise proprietor was quoted to say, "Atari sure has come a long way, haven't they?". Another had just taken delivery on an IBM/Pagemaker combination and was heard to say she was going to see if she could sell it.

At least one PIP center in Bellflower, California, is already happily using the Atari system for in-house production of customer requested art and layout. While many printing centers use MAC machines and even offer them at a rental rate on-site for consumer-produced documents, the ATARI system has typically not been seen in copy centers. It was through Nathan and Atari that Pip in Bellflower got their first demo.

It was also through Nathan and Transcoast that STart magazine got their demo, which convinced the largest circulation Atari magazine in the USA to use Calamus and Atari to produce their entire magazine, saving time and money doing it. It was Transcoast that trained them and designed their template.

Transcoast set up the first Calamus bureau at Omni Comp in San Francisco. Transcoast Systems, Inc., 388 Market St., Ste 400, San Francisco, CA 94111, (415) 296-2572. ■





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**Outline Art** supplements the Calamus desktop publishing system with a great number of new functions and effects. An extract from the extensive list of functions include:

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  - Functions can be freely combined and applied to all Calamus fonts.

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- loading and saving in .CVG format (Calamus Vector Graphic), making possible the integration into and optimal printing through Calamus on all supported output devices in all resolutions.

**Convert 2X**, our new program to convert CVG (Calamus Vector Graphic) to EPS (Encapsulated Postscript<sup>®</sup>) or PS (Postscript<sup>®</sup>) file format is included with Outline Art.

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# ST PD/Shareware Update

October 1990 update by Nor Scavok —

Here's another crop of the latest Public Domain and Shareware files, available on fine BBS's everywhere... and GENie, CompuServe, etc. Help out... support SHAREWARE... and DON'T PIRATE!

**HDFREE.ARC** HDFree Pro v2.0 displays useful information about your hard drive partitions. Some of the features are: Used Space, Free Space, Total Space, File Count, Folder Count, Percent Free/Used, Display info in bytes or megabytes and GEM Based. Freeware program which is available on GENie.

**ARCLZH23.LZH** This program allows you to convert files between ARC and LZH formats in a batch type processor. Version 2.3 adds an error log reporting and backwards formatting. You can now format a disk backwards and abort it if you change your mind. This will keep you from destroying the disk's FAT & Directory tables. Other features include viewing and testing ARC or LZH files. The error log will report what happened and will continue the conversion process. You will need ARC.TTP and LHARC.TTP. Versions ARC602 and LHARC.60b are recommended.

**XP\_XTRA.ARC** Allows extra commands and Variables to be used on the Express BBS ST. Right Now there is a Quick Exit to TOS command to be used either from the main menu or within a script file. There is also a special key that sets a "Snoop Mode" and another for "Dial-Back". Written by Jay L. Bray.

**BARTSNDx.LZH** (Sound Files) Five different sets of the radical dude's utterings, digitized and ready for fun, man. Includes: "Hey man, I didn't do anything wrong", "It was an accident man, a terrible ghastly mistake, ask anybody", "BART!", "Hi man!", "Oh yeah, easy!"

**CK\_DEMO2.ARC** Demo version of CodeHead's new product, CodeKeys - the Macro Tool! CodeKeys lets you automate any task on your Atari computer, by recording all key and mouse button presses and playing them back with precise timing, or as fast as possible! Use CodeKeys to assign keyboard equivalents to drop-down menus, or to click on icons, buttons, or windows. This ARC file contains the demo versions of the CodeKeys

programs, and a text file explaining how to install things.

**INVENTD.ARC** This is the Invention in D Minor by J. S. Bach. It was created using the Steinberg "Twelve" sequencing software. You must have Twelve or Pro-Twentyfour and a synthesizer to play this song.

**DIARY20S.LZH** This editor runs as either an ACC or PRG and only takes 38K total with a 4K text buffer. It is fine for short letters, addressing envelopes, etc., but has no word wrap, block functions, search, or any fancier functions.

**OL\_DEMO.LZH OVERLORD** is a Medieval Online Strategy game for FoReM Compatible, or BBS's able to run FoReM Compatible Online Games. Buy Land, Build a Castle, Buy Weapons, Armor etc. You gain power by attacking other Realms. This is a Demo version that will reset after level 5 (out of 25) levels. Registration Info included. From the Supporters of Space Empire Elite.

**ZOOMDEMO.LZH** A Demo of SEURAT Version 2.0's Super FAST zoom — it's THE FASTEST multi-ratio zoom of any program for the ST! Run it in low, medium, or high resolution; it does the zoom and gives the zoom-time in milliseconds (1/1000th's of a second) plus-or-minus 5 milliseconds.

**BOLODEMO.ARC** Bolodemo is exactly what it sounds like, the OFFICIAL company demo of their outstanding BOLO program. Bolo is a breakout clone with a number of really great innovations in both sound and graphics. Runs in both Mono and Low Res but MUST be run from Drive A to work. The demo version has 4 different and playable levels, the commercial version has 50 of them. Please note that this is a DEMO and the version currently floating around on BBS systems is a pirated version.

**DUALFORM.ARC** Create double sided, 800k floppy disks that can be read using either a single or double sided disk drive. Put the extra double sided disk programs in the SIDE\_2 folder as used in ST User magazine.

**SMARTPLY.ARC ACC/PRG** Smart Play version 2.0. You can now edit and play ST-Replay sounds with an accessory. Smart Play 2.0 will run as an accessory or a program file and still has the "AUTO-

PLAY" feature that allows you to play all the sound "SND" files in a given folder. Automatically adjust the play back speed of a loaded "SND" file.

**LEONARD6.LZH** Leonard6 (named after the movie "Leonard - Part VI", another bomb) is a replacement for the system bomb handler. Install it in your system and instead of bombs appearing after a crash, little heads with ones and zeros will appear. It's guaranteed to make you laugh. Works in any resolution and on the TT. Program written by John Eidsvoog of Codehead Software.

**STREK\_NG.ARC** This is an animation of the Enterprise from Star Trek-The Next Generation. It was created using CAD 3D and Cyber Paint. The animation shows the Enterprise flying by and going into warp, similar to the introduction of the TV series.

**LGSEL18.ARC** Version 1.8 of the Little Green Selector, a complete, powerful replacement for the built in GEM item selector. Way too many features to list here, including a very fast "wildcard" file search, up to 20 preset paths, full keyboard control, and of course, lots, lots more. This new version allows owners of CodeHead Software's CODEKEYS program to control LGS with keyboard macros, and adds 100% compatibility with the Atari TT030 computer and with the ISAC hi-res monitor/card. The Little Green Selector is "shareware". Copyright 1990 Charles F. Johnson and Little Green Footballs Software.

**GRAB\_BAG.ARC DRIVE.PRG** sits in your AUTO folder and checks for viruses when you boot your computer. DRIVE2.TOS lets you check piles of disks for viruses as fast as you can cram them into the slot. Completely harmless. Useful for isolating suspect disks for a session with a virus killing program.

**MUSICALC.LZH V2.02** is a numeric, time base, and film footage calculator. It will convert a SMPTE address into a bar/beat number, or film footage, or vice-versa. Also has a stop watch, metronome, and figures delay times for note values. Song tempos may be tapped in. Four major types of SMPTE are supported. Version 2.02 fixes a display bug and there is some support for HiRez. A must for any musician or studio. ■





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